Matching Puzzle Game

Turn Counting

For this game, we call a turn the action of flipping over two tiles. So, we want to count the number of times two tiles are flipped. Fewer turns to solve the puzzle make a better score.

Counting the Turns

We first need to set the turn count to 0 when a new game is started. Right at the end of the `newGame` method of `PuzzleData.py`, you can initialize the turns variable.

```
self.turns = 0
```

Then to count the turns, we just need to count when a second tile is flipped. We’ll do this in the `evolvePlaying` method. Look for the if statement that checks if the `flip_count` is 2. Inside that if clause, add this statement.

```
self.turns += 1
```

CHECK THE INDENTATION!

Displaying the Turns Count

If you run the code now, you won’t see anything different. You must add code to display the turns count. We must make two changes to make this happen.

Add the following code to the `drawTurns` method of `PuzzleData.py`.

```
turn_string = "Turns: %3d" % (self.turns)
self.drawTextLeft(surface, turn_string, self.text_color,
                  self.font2_height, self.font2_height, self.font2)
```

This will draw the turns in the upper left corner of the screen, when the method is called. So, we also need to make sure that the method is called everytime that the game screen is drawn.

Add this line to the `drawGame` method of `PuzzleData.py`.

```
self.drawTurns(surface)
```

This should go at the end of the method, to make sure that the text is drawn on top of the rest of the drawings.

Now you can run the program and see the number of turns.

Play a full game. How few turns can you solve the puzzle in?